

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. (Currently Amended) A method comprising:

querying an accessible memory for determining electronic games available for execution on

~~an electronic gaming device~~ a plurality of electronic gaming devices, and

generating a game directory having entries for the determined electronic games.
2. (Previously Presented) A method according to claim 1, further comprising:

querying said accessible memory for context data related to said electronic games, and

including said context data in said game directory.
3. (Previously Presented) A method according to claim 2, wherein said context data
comprises information related to a multi-player ability of said electronic games.
4. (Previously Presented) A method according to claim 1, wherein said game directory
comprises only multi-player enabled electronic games.
5. – 16. (Canceled)
17. (Previously Presented) Computer program product comprising program code stored
on a non-transitory computer readable medium for carrying out the method of claim 1.

18. (Previously Presented) Computer program product comprising program code stored on a non-transitory computer readable medium, downloadable from a server for carrying out the method of claim 1, when said program product is run on a computer or network device.

19. – 25. (Canceled)

26. (Currently Amended) A method according to claim 1, further comprising:

~~displaying~~ determining to display the entries from the game directory on a display of the electronic gaming device; and
receiving selection data related to the displayed entries and ~~displaying~~ determining to display the selection data on the display.

27. (Previously Presented) A method according to claim 26, wherein said game directory entries and said selection data are displayed as a whiteboard.

28. (Previously Presented) A method according to claim 1, further comprising receiving and installing a game directory generation and game selection application.

29. (Previously Presented) A method according to claim 1, further comprising sending a request to retrieve and transfer said game directory entries.

30. (Previously Presented) A method according to claim 1, further comprising receiving a request to retrieve and transfer said game directory entries.

31. (Currently Amended) A method according to claim 1, further comprising ~~sending~~ determining to send a request to start a game to any of a plurality of other connected game devices according to one or more selected entries from the game directory.

32. – 34. (Canceled)

35. (New) An apparatus comprising:

at least one processor; and

at least one memory including computer program code for one or more programs,

the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,

query the memory for determining electronic games available for execution on a plurality of electronic gaming devices, and

generate a game directory having entries for the determined electronic games.

36. (New) An apparatus according to claim 35, wherein the apparatus is further caused to:

query the memory for context data related to the electronic games, and

include the context data in the game directory.

37. (New) An apparatus according to claim 36, wherein the context data comprises information related to a multi-player ability of said electronic games.

38. (New) An apparatus according to claim 35, wherein the game directory comprises only multi-player enabled electronic games.

39. (New) An apparatus according to claim 34, further comprising:
determining to display the entries from the game directory on a display of the electronic gaming device; and
receiving selection data related to the displayed entries and determining to display the selection data on the display.
40. (New) An apparatus according to claim 39, wherein said game directory entries and said selection data are displayed as a whiteboard.
41. (New) An apparatus according to claim 34, further comprising receiving and installing a game directory generation and game selection application.
42. (New) An apparatus according to claim 34, further comprising sending a request to retrieve and transfer said game directory entries.
43. (New) An apparatus according to claim 34, further comprising receiving a request to retrieve and transfer said game directory entries.
44. (New) An apparatus according to claim 34, further comprising determining to send a request to start a game to any of a plurality of other connected game devices according to one or more selected entries from the game directory.
45. (New) A method comprising:
detecting, by a first gaming device, a second gaming device;

determining one or more available games within the first gaming device;
communicating with the second game device to determine, within the second game device,
one or more available games that are common to the one or more games within the first
gaming device;
generating a game list that specifies the common games;
determining participant information relating to the gaming devices; and
causing, at least in part, presentation, to the second gaming device, one or more game
identifiers of the common games and the participant information.

46. (New) A method according to claim 45, further comprising:

querying the first gaming device for context data related to the common games, and including
the context data in the game list.

47. (New) A method according to claim 45, wherein the context data comprises
information related to a multi-player ability of the electronic games.

48. (New) A method according to claim 45, wherein the game list comprises the common
games that are multi-player.